



INCHLING

PANTING A LITTLE, ARRIETTY GAZED AROUND HER. SHE saw great chair legs rearing up into sunlight; she saw the shadowed undersides of their seats spread above her like canopies; she saw the nails and the strappings and old tags of silk and string; she saw the terraced cliffs of the stairs, mounting up into the distance, up and up ... she saw carved table legs and a cavern under the chest. And all the time, in the stillness, the clock spoke—measuring out the seconds, spreading its layers of calm.

And then, turning, Arrietty looked at the garden. She saw a graveled path, full of colored stones—the size of walnuts they were with, here and there, a blade full of grass between them, transparent green against the light of the sun. Beyond the path she saw a grassy bank rising steeply to a tangled hedge; and beyond the hedge she saw fruit trees, bright with blossom.

"Here's a bag," said Pod in a hoarse whisper; "better get down to work."

— Mary Norton, *The Borrowers*

Whether it's in the walls, under the floorboards, or in the wilderness, one can stumble upon a family of inchlings there. Inchlings are minuscule humanoids, small enough to fit into the palm of a human hand. Their height and physical strength might be comparable to a sprite's, but their speed and eyesight compensate for that.

DIMINUTIVE BUILD

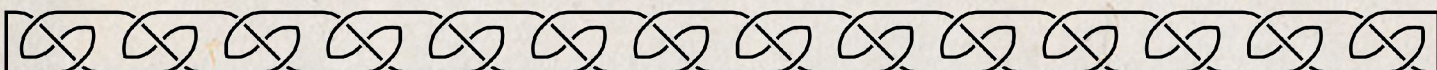
At a glance, an inchling resembles a human scaled down to be half of a foot tall or less. Their coloration matches a human's well, with some strange hues being rare but present. A closer inspection reveals, that they usually have very lean

builds, which allow them to move their body faster, and to climb more easily despite their relative lack of strength. Another significant difference is their eyesight. With their fine sight, they can scan the room even if it's dimly lit and quickly identify what they came for in order to minimize the time spent where they shouldn't be.

SURVIVE, ADAPT, AND LEARN

Inchlings appreciate their independence and self-sustainability, which is why they generally avoid contact with the big people. They are concerned about becoming dependent on folk who are much bigger and stronger than they are. The majority of them wouldn't trade their freedom for the care provided by the larger beings, though the minority does certainly exist. This is why crafting their own gear out of the things that they find is so common among the inchlings.

For the inchlings that travel the world, contact with the larger folk isn't such a taboo. Such inchlings tend to even make big friends if given enough time. They still like to believe that they are independent, even if they know they



would feel lonely without their company.

For your inchling, you can roll on the Inchling Quirks table or choose an option from it. You're also free to come up with your own quirk if none of the suggestions below fit your character.

INCHLING QUIRKS

d6 Quirk

- 1 You always carry a blanket with you to hide underneath in case of emergency.
- 2 Walking too far away from a wall makes you uneasy, especially indoors.
- 3 One of your big friends has a pouch or a pocket that you like to live in as if it were a small room. Whether they like it or not is their problem.
- 4 You tend to "borrow" small things that you know people won't miss, such as buttons, thimbles, or pins.
- 5 Nothing is more relaxing to you than resting in a teacup, even better if there's water or a drink in it.
- 6 You avoid contact with big people until they ignore you long enough, and all your friends know it.

PLAYING AN INCHLING

When playing an inchling, keep in mind that your character is a member of an adventuring party. Avoiding contact with other player characters could be disruptive, so it is recommended to find a reason why you're not hiding from them.

FINDERS AND KEEPERS

The inchlings that have left their small cozy homes for an adventure usually seek new and wonderful sights, or wealth. While these motivations might drive a stereotypical adventurer at a glance, for inchlings they are downscaled appropriately—if you've lived underneath the floorboards all your life, almost everything out there is a wonderful sight. And since you can't carry with you big bags of money so easily, what you consider wealth is just enough to live a comfortable life wherever you go.

INCHLING NAMES

When an inchling is born, it takes on a temporary name from one of their parents with a suffix of -kid. Once the kid grows up, it chooses one item that it likes to name itself after. Surnames are uncommon for inchlings who don't live near other inchling families, and when one is needed, they usually take the name of the oldest living family member, and append -son to it.

Male Names: Bearing, Cog, Drum, Fabric, Shard, Soap

Female Names: Bell, Candle, Feather, Goldie, String, Vial

INCHLING TRAITS

Inchlings' lives are easier thanks to these shared racial traits.

Ability Score Improvement. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Age. Inchlings have lifespans equivalent to humans.

Size. Inchlings' heights range anywhere from 4 inches to half of a foot in height. Your size is Tiny.

Speed. Despite your size, you are surprisingly fast. Your base walking speed is 25 feet.

Attentive Eyes. You can see up to 300 feet away with no difficulty, able to discern even fine details as though looking at something no more than 10 feet away from you. When you make an ability check to search or examine something within 5 feet of you using your eyes, you are considered proficient in that and add double your proficiency bonus to the check, instead of your normal proficiency bonus. In addition, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Climber. Your minuscule hands have an easier time finding handholds on surfaces. You have a climbing speed of 20 feet.

Diminutive Physique. Due to your small body, you gain the following benefits:

- You can squeeze through a space as narrow as 1 inch wide.
- Upon landing you take no falling damage as long as you're not wearing medium or heavy armor.
- You can use tool sets you are proficient in even if they're the right size for a Medium creature.
- You can't use nonmagical weapons, shields, and armors that are created for Small or larger creatures.

Miniature Craftsmanship. You gain proficiency in two of the following: cobbler's tools, jeweler's tools, tinker's tools, weaver's tools, or woodcarver's tools. As part of a short rest, using appropriate materials worth one eighth of the constructed item's cost (rounded up) and one of the listed artisan's tools, you can construct one of the following objects of your choice: one light weapon that you are proficient with, three pieces of ammunition, a set of light or medium armor that you're proficient with, a tool set, a piece of adventuring gear, or another object (at your DM's discretion). The created object is suitable only for your size and shape, and its weight is one eighth of its normal weight.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages. You can speak, read and write Common and one other language of your choice.

CREDITS

Made by Proph, also known as [/u/darude11](#). Thanks to everyone from [Mooncell](#) who helped me! Inspired by the Borrowers and Thumbelina.

ART

- [Arrietty's Room](#) by *Studio Ghibli*
- [Inchling](#) by Arell, a friend of mine

